Once Upon a Time™...II

Design and publish your own illustrated books!

Compu-Teach

EDUCATIONAL SOFTWARE™

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INTRODUCTION

Anyone who has been the lucky recipient of a picture made by a child knows that there's usually a very long story that goes with it. As told by the child, the story always makes the picture an even more precious gift. We proudly place the picture on the refrigerator or the bulletin board for everyone to see, including the child, but what happens to the story?

Once Upon a Time...II, for ages 6-12, lets children make their own pictures on the computer screen, add words to the picture, and print complete storybooks. While they're having fun, children learn object categories, perspective, word recognition, storytelling, and basic computer skills. The resulting printed pictures and books give a great sense of accomplishment to the child, and a visible way for parents and teachers to chart learning progress.

All Compu-Teach educational software programs have been designed and developed under the direction of Yale University's Dr. Roger Schank, world renowned for his extensive work in artificial intelligence and cognitive psychology. ***Once Upon a Time...II*** incorporates learning principles developed by Dr. Schank and his associates on the Yale faculty.

Learning becomes an exciting, absorbing adventure with ***Once Upon a Time...II.*** Children can create pictures and books quickly and easily. In addition to teaching the control and pairing of our major knowledge symbols — images and words — ***Once Upon a Time...II*** helps children master important knowledge processes — editing, refining, adapting to changes, creating continuity — so necessary for what Jean Piaget, the foremost authority on child psychology, called "the intellectual evolution of the child."

And the best part about it is the attractive picture or storybook at the end, ready to display, mail to a loved one, or just save to read another day.

ONCE UPON A TIME...II and LEARNING STAGES

Dr. Piaget characterizes learning development as a movement from the earliest stages when "the world appears to the child as a series of (unrelated) pictures" to a time when the child can "create a universe," or a continuous world of "permanent objects." According to Dr. Piaget, children achieve this goal by learning the "logic of relations." This is what teaches them objective reasoning, important to success in any endeavor.

Once Upon a Time...II offers children the opportunity to explore the relationships between objects and, at their own pace, to develop their own unrelated picture into the continuous universe of a coherent story, and then to be able show the results to others.

Compu-Teach is dedicated to the idea that learning is an active process that can and *should* be exciting. ***Once Upon a Time...II***, like every other Compu-Teach program, stimulates while it educates. At all stages of the child's verbal and social development, ***Once Upon a Time...II*** offers the child a flexible tool to express thoughts and develop thinking through storytelling.

Ages 6-7

Six to seven year olds are reading for the first time. Their vocabulary is limited and there is a wide gap between the words they speak and the ones they can write. ***Once Upon a Time...II*** allows the child to develop a story with pictures using a wide range of spoken vocabulary, which then becomes written vocabulary as the child assigns the appropriate phrases and words to tell his or her story. At this age, the child develops the story one picture at a time, and may change the outcome as it develops.

Ages 8-9

Eight to nine year olds have a voracious appetite for reading, especially if it is encouraged. They often do not understand their limitations until they try to write. They have a wide range of oral and sight vocabulary, but still have not developed the ability to use words they know and recognize. They may try to conceive a complete story in the beginning, but are apt to change the direction as the story develops.

Once Upon a Time...II allows the 8-9 year old to stay with a theme. The ease of editing each picture to create the next scene encourages the development of a cohesive plot. At this age, the relationship between the characters and the change in scenery from page to page in the storybook becomes significant.

Ages 10-11

Ten to eleven year olds can truly create an exciting, illustrated storybook with ***Once Upon a Time...II***. At this age, the complexities of perspective and composition come into play, allowing the child to create finely detailed illustrations. Since the physical skills and time required for actual drawing are not involved, the child can create an illustration in a few minutes so that the captions can be added quickly and the next picture page created. This flow of thought encourages story development and makes the process exciting and fun.

Ages 11-12

At ages eleven to twelve, the excitement and enjoyment discovered by 10-11 year olds continues. The older child can now use ***Once Upon a Time...II*** as a tool for editing and refining both illustrations and complete storybooks. Using ***Once Upon a Time...II***, the older child can develop planning skills by using the editing features to modify original concepts. At this age, the child is able to enjoy solving complex puzzles created by perspective and three-dimensional challenges.

WHAT YOU NEED TO USE *ONCE UPON A TIME...II*

Your copy of ***Once Upon a Time...II*** runs on the Apple Macintosh series of computers. Here's what you need:

1. Your computer must have at least 512K bytes of random access memory (RAM).
2. An initialized disk to make a backup copy of the program.
3. If you want to be able to print pictures and books, you must also have a printer properly attached to your computer.
4. If your computer does not have a 800K disk drive (this is only true of the original Macintosh 128K computer), please call our technical support group to receive a 400K version of the program.

BEFORE YOU BEGIN

The first thing you should do is make sure that your ***Once Upon a Time...II*** package is complete. Here's what it should contain:

One 3.5″ program disk.
This manual.
A "get involved" card.
A box of eight pre-sharpened pencil crayons.

If anything is missing or damaged, return the entire package to the place where it was purchased.

Please fill out the "get involved" card now and drop it in the mail at your earliest convenience.

We must have your "get involved" card on file in order to assist you in the event that you encounter a problem running ***Once Upon a Time...II***. If we have your "get involved" card, you will also receive information about any future enhancements to this product, and about any new educational products from Compu-Teach.

If you are a parent, a teacher, an older brother or sister who has never used a computer before, don't worry. ***Once Upon a Time...II*** is very easy to learn and use.

The program is menu-driven. This means that you operate it by choosing from menus. In addition to learning about making pictures, stories and books, children also pick up basic computer skills. Parents can also increase their computer knowledge by showing a child how to use ***Once Upon a Time...II***.

Depending on whether your computer has a hard disk or two floppy disk drives, read the section below that applies to you.

GETTING STARTED

Making A Backup

Insert the ***Once Upon a Time...II*** disk in your internal disk drive and turn on your computer. After a moment, you will see the desktop appear, and you will see a picture of the ***Once Upon a Time...II*** Disk on the righthand side of your screen.

If you have two disk drives, insert a blank disk in your second drive. The computer will ask you if you want to initialize the disk. In response to this, you should click on the icon which says **Two-sided**. After approximately thirty seconds, the computer will ask you what you want to name the disk. Type in '***Once Upon a Time...II*** Backup' in the space provided and press Return. You will now see a picture of this new disk appear under that of the original disk. Position your mouse over the picture of the original disk and hold down the mouse button. Now drag the mouse until it is over the picture of the backup disk and let go of the mouse button. After approximately forty-five seconds, you will have a backup copy of ***Once Upon a Time...II***. Press (command)-E to eject this backup disk and put the disk in a safe place.

If you have one disk drive, press (command)-E to eject the original disk. Insert the blank disk and follow the initializing procedure above, and type in the name of the new disk. Position the mouse over the picture of the original disk and hold down the mouse button. Now drag the mouse until it is over the picture of the backup disk and let go of the mouse button. The computer will tell you to switch disks a number of times, but don't worry, it won't let you do the wrong thing.

LOADING *ONCE UPON A TIME...II*

Installing on Your Hard Drive

Turn on your computer. In a moment the desktop will appear. From the **File** pulldown menu, choose **New Folder**. Press Backspace, and type '***Once Upon a Time...II***'. Now find the ***Once Upon a Time...II*** folder on your desktop and double-click on the picture of the program disk to open it up. Now you must drag the individual files from the program disk to the ***Once Upon a Time...II*** folder on your hard drive, but please take note! **MAKE SURE YOU DO NOT DRAG THE SYSTEM AND FINDER FILES TO YOUR HARD DRIVE.**

Once Upon a Time...II **may be copied for your own use. We offer this backup option with the understanding that copies of this program will not be given or sold to others. Copying this software for use on more than one machine or for use by others is illegal. Please help us protect our rights.**

From a Disk Drive

Insert the ***Once Upon a Time...II*** disk in your disk drive and turn on the computer. In a moment, the desktop will appear, with a picture of the ***Once Upon a Time...II*** disk in the upper right hand corner. Position the mouse over this picture and double-click the mouse button. A window showing the contents of the disk will appear. You will see a picture of a book that says ***Once Upon a Time...II*** both on and under it. Position the mouse over this picture and double-click the mouse button. You will now enter the program.

From A Hard Drive

Turn on your computer. Double-click on the picture of the hard disk. Now find a picture of a folder labelled ***Once Upon a Time...II*** and double-click on it. Next, find a picture of a book that says ***Once Upon a Time...II*** both on it and below it, and double-click on it. You will now enter ***Once Upon a Time...II***.

LET'S BEGIN

Starting a New Picture

Children of all ages should be encouraged to begin by making a picture. Let's make a new picture now, and later we will look at loading old pictures.

On the righthand of your screen you will see a list of options. Each option is in a circle, called a button. In order to have the computer perform one of these options, simply position the mouse over the button and click the mouse button once. The options are:

Draw Object — means to add an object to the screen.

Erase Object — means to remove an object from the screen.

Shrink — means to decrease the size of the current object.

Enlarge — means to increase the size of the current object.

Flip — means to change the direction in which the object is facing.

Edit Caption — means to put words beneath your picture.

Next Page — means to move on to the next page of your book.

Previous Page — means to move to the previous page of your book.

View Book — allows you to see all the pages of your book.

Quit — takes you out of ***Once Upon a Time...II***.

If you're following along with us for the first time, you are now ready to draw an object. Position the mouse over **Draw Object** and press the mouse button once.

Drawing a Picture

When you click on **Draw Object**, ***Once Upon a Time...II*** opens up a window at the bottom of your screen. You will see a number of new options in this window, along with a space for typing in the name of the object you'd like to draw. The new options are:

OK — for when you are done typing in the name of the object.

Cancel — in case you made a mistake, to take you back to the main options.

Show List — will show you all the objects in the picture set you have selected.

Underwater — to choose the set of Underwater pictures.

Forest — to choose pictures from the Forest.

Dinosaur — to choose the Dinosaur picture set.

Click the mouse on **Show List**. This will show the list of objects in the picture set you've chosen. The program opens with pictures from the Underwater set. We encourage you to use these lists when you are starting, especially to help with spelling, eventually you will begin to do without it as your skill progresses.

Now type in the word **diver**. Position the mouse over **OK** and press the mouse button once. In a moment you will see the diver in the middle of your screen.

Let's draw a dolphin now. You probably know how to draw a dolphin since it's just like drawing a diver, but we'll go over the steps to make sure.

1. Click on **Draw Object**.
2. Click on **Show List**.
3. Type **dolphin**.
4. Click on **OK**.

You'll now get a picture of a dolphin in front of your diver!

If you look at the dolphin, you will notice a flashing dotted line aound it. This line tells us that the dolphin is "selected". Position the mouse over part of the diver and press the mouse button. Now the line will be flashing around the diver, so the diver is "selected". We'll discuss what selected means in a little while, but now let's try to move our dolphin away from the diver.

Moving an Object

Position the mouse over the dolphin. Instead of clicking the button, hold it down. Now, while you're still holding the button down, move the mouse. You will notice that the dolphin moves with it. Move the dolphin to the upper righthand corner of the screen and let go of the button. Now move the diver.

Selecting an Object

In order to get many commands in ***Once Upon a Time...II*** to work, you must tell the program on which object you want it to perform the command. You must do this by "selecting" the object. To select an object, simply position the mouse over the object and press the mouse button. You will notice the flashing line will appear around the object to indicate that it has been selected. If you want to make sure no objects are selected, just click the mouse on a blank part of the screen. Try selecting the diver and then the dolphin. Notice how only one object will be selected at a time.

Erasing an Object

Draw another dolphin and move it to the left of the first one, then move it up just a bit. That looks nice, but there are too many dolphins here. Let's erase one. Click the mouse on the dolphin you want to erase. Now click on **Erase Object**. The dolphin is gone!

Shrink and Enlarge

Each object in ***Once Upon a Time...II*** has four sizes. Using **Shrink** and **Enlarge** lets you choose between these sizes. Remember that when you are working with objects of the same sizes, the one that was modified last will go in front of all others. Smaller objects will always go behind larger objects.

Click the mouse on the diver to select it. (Remember that you will see the flashing line when it is selected) Now, click on **Shrink** and notice how the diver gets smaller. Click on **Shrink** a few times and see how the diver gets even smaller.

Now try clicking on **Enlarge** and watch the diver get bigger.

Select the dolphin and see what happens when you shrink and enlarge it.

Writing a Story

Let's write something about our scene. Click the mouse on **Edit Caption**. A window will open up at the bottom of your screen with a space to type your caption and also two options, **OK** and **Cancel**. ***Once Upon a Time...II*** allows up to four lines of text.

Type in what you want to say about the picture in the space provided. If you get to the end of a line, don't worry. ***Once Upon a Time...II*** will "wrap" your words. That is, if a word is too long to fit on a line, it will automatically move to the next line.

When you are done writing, click the mouse on **OK**. This will return you to the menu but you will see your caption underneath the picture.

Moving On

It looks like we're done with the first page of this book, so let's move on to the next page. Click the mouse on **Next Page**. Since we haven't already made another page, the program will ask if we want to do that now. This is the program's way of letting us check to make sure we are doing the right thing. Since we DO want to make a new page, click on **Yes**. A new page will now be displayed on your computer.

Previous Page is almost the same as **Next Page**. Use **Previous Page** to go backwards through the pages of your book.

Draw a few pictures on this new page; then add a caption at the bottom.

Pulldown Menus

By now, you are probably wondering what the words at the top of the screen are for. These are more options for the ***Once Upon a Time...II*** program. They should be:

An Apple — this contains functions regarding your system. You shouldn't need it for ***Once Upon a Time...II***.
File — lets you manipulate books (save, open, print, etc.)
Edit — this is for advanced users who wish to use the scrapbook while using ***Once Upon a Time...II***. See your Macintosh Users Guide for more instructions. ***Once Upon a Time...II*** will not allow you to copy in pictures from other programs.
Pages — will let you manipulate the pages of your book.
Background — lets you change the background scenery for your picture.

Each of these options is what computer users call a "Pulldown Menu". That means in order to choose a command, move the mouse to the option at the top of the screen, hold down the mouse button so that the menu lights up, and **pull the mouse down** until it lights up the command you want. Then, just let go of the mouse button and the command will be performed.

Let's look at the **File** menu first. Position the mouse over the word **File** and hold down the mouse button. The following commands should appear:

New — lets you start a new book. You can only do this if you have closed all your other books.
Open — will let you look at the book that you have already saved.
Save — allows you to save the work you have done onto a disk.
Save as — lets you choose a new name for the way the book is saved on the disk.
Close — lets you close and save your current book, so you can move on to another.
Print Book — lets you print out all or part of the book.
Print Booklet — this will print a miniature version of your book, with four pictures on a 8½ by 11 inch piece of paper — not all setups will allow this option.
Change Title — this command is for choosing the title and author of the book you are working on.

Quit — allows you to exit ***Once Upon a Time...II***. If you have not saved the book, it will allow you to do so before quitting.
Shut Down — will reboot the computer. This is provided for advanced users only.

Now that we know what these commands are for, let's try a command that will open up a book that was designed by Compu-Teach.

Move the mouse up to **File**, hold the mouse button down, and pull the mouse down to **Open**. Let go of the mouse button. You will now be presented with a window from which you will be able to choose the book you want. Click the mouse on one of the arrow keys until you see the word **Sample**. Click the mouse on **Sample**, and it will be highlighted. Now click the mouse on **Open** to open up the book.

Take a look at the book using **View Book**. Now we're ready to look at the **Pages** menu.

Moving Pages

The commands in **Pages** are:

Insert page — lets you stick a page in between two pages you have already drawn.
Delete page — allows you to erase the page you are working on. Use this with care, because once you delete a page, it is very difficult to get it back.
Copy page — will make an exact copy of the page you are working on. This is a very useful command. If you are writing a story in which there are just small differences from page to page, use **Copy page** to make an exact copy which you can then make alterations to.
Next page — moves you to the next page of the book. It will give you the option of creating a new page if you are already at the end of the book.
Previous page — lets you move backwards in the book until you reach the first page.
Swap pages — is a unique feature in ***Once Upon a Time...II***. It will let you change the order in which pages appear in the book.

Try using **Swap pages** now. Point the mouse at **Pages** and hold down the mouse button. Move the mouse down to **Swap pages** and let go of the button. You'll see a window pop up. Use the mouse to choose one of the page boxes. Type in the number **2** in the box. Click on **OK** and see what happens. **Swap pages** lets you switch the page you are working on with any page in the book. You'll notice that the pages are now in a different order. Think of the funny combinations you can make with a new story!

Now use **Swap pages** again to put the pages back in the right order.

Feel free to experiment now with the other options in **Pages**.

Backgrounds

Go back to the first page of our sample book. Notice what a sunny day our picture presents. Let's change that picture to an evening scene. This is what the **Background menu** is for. Point the mouse at **Background** and hold down the mouse button. Notice that there is a checkmark next to **Day**. Move the mouse down to **Night** and release the mouse button. It looks like the sky is clear tonight! Try the other two backgrounds to see how they look in this picture.

The Title Page

At the top of your picture you will see the title of the book you are working on. It is very easy to change both the title and the author of this book. The **Change Title** command is found in the **File** menu. Choose the **Change Title** command now. A window will open up and you will see the current title and the current author. Click the mouse at the end of the Title line. You will see the standard Macintosh cursor appear. Use Backspace to erase the title, then type in a new title of your own, such as **"A Wonderful Story"**. Now click the mouse at the end of the author line, and use Backspace to erase the author. Type in your name instead. Click the mouse on **OK**. Notice how the title changes on your screen.

Save as...

Now that you've changed the title of the sample book, why don't you save it under a different name? Go to the **File** menu and select **Save as...**. Type in a new name, such as '**A New Story**'. Now click on the **Save** button to save the book on to your disk.

The only thing left now is to print out your book.

Printing

Once Upon a Time...II comes with the ability to print two sizes of pictures. **Print Booklet** allows you to print four pictures on one page of paper, while **Print Book** sends full-size pictures to your printer. Both print functions are activated in exactly the same way.

Choose **Print Book** from the **File** menu. A new window will pop up on your screen. This window is set up to allow you to tell the program exactly what you want printed. You may print a whole book, or just specific pages. You can tell the program not to print the title page.

Notice the square box next to **Title page**. There should be an **X** in the box. Click the mouse on the box and you will see the **X** disappear. When there is an **X** in the box, a title page will be printed. When there is no **X**, no title page will be printed.

Selecting a Page Range

If you would like to print the whole book, make sure that the button labelled **All** is dark.

If you want to print a certain range of pages, click the mouse on the **From** button. Now click the mouse in the first page box and type in the number of the first page you want to print. Next, click the mouse on the second page box and type in the last page you want printed.

Starting to Print

Once you have set the options the way you want them, click on **On** to start printing. If you have a laser printer, it may take a minute for the actual printing to start. Within a few minutes, you should have a beautiful picture to color in.

If you have any problems printing, please read the following section of **Printing Notes**. If that section does not solve your problem, call our technical support group for assistance.

PRINTING NOTES

Once Upon a Time...II comes with a printer driver for the Apple Imagewriter printer. If this is the printer you have, there should be no problem printing. If you have a printer other than the Imagewriter, there is a very simple process to follow in order to install your specific driver into ***Once Upon a Time...II***.

In order to install a specific printer driver into ***Once Upon a Time...II***, first turn on your computer as you normally would. Insert the ***Once Upon a Time...II*** disk into a disk drive and double click on the disk icon to open it up. Now, point at the file on the ***Once Upon a Time...II*** disk that is labelled Imagewriter and hold the mouse button down. Drag the Imagewriter file into the trash can. Now select **Empty Trash** from the **Special** pulldown menu.

Next, you must open up the system folder by double clicking on it. (The folder can be found either on your hard drive, or on your system disk.) Inside of the system folder, you will find a file that has the name of your printer. Point at this file and hold the mouse button down. Drag the file to your ***Once Upon a Time...II*** disk in order to copy the file. ***Once Upon a Time...II*** should now work with your printer.

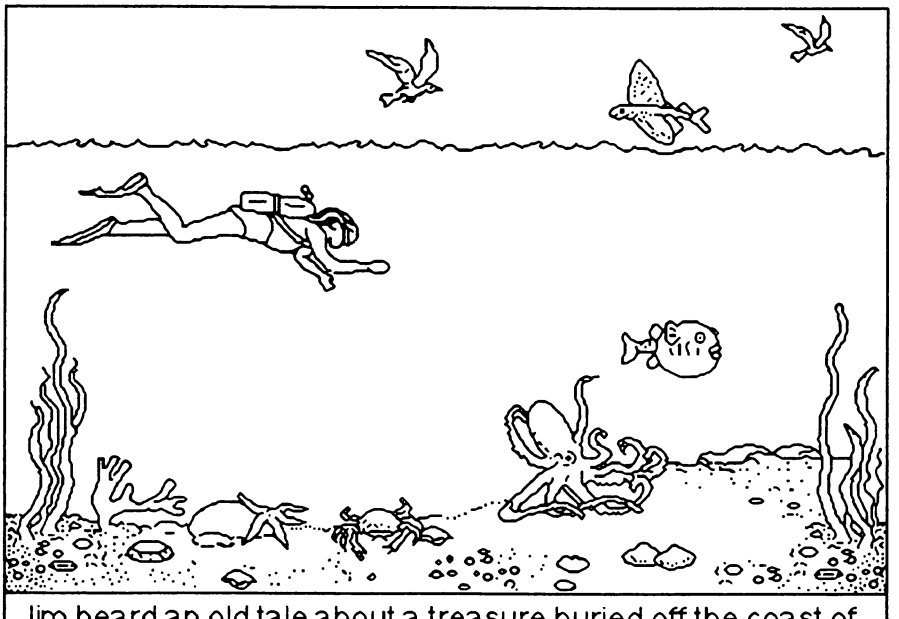
If you have any problems with this program, please call our technical support group at **1-800-338-3224**. (203-777-7738 in CT)

CREDITS

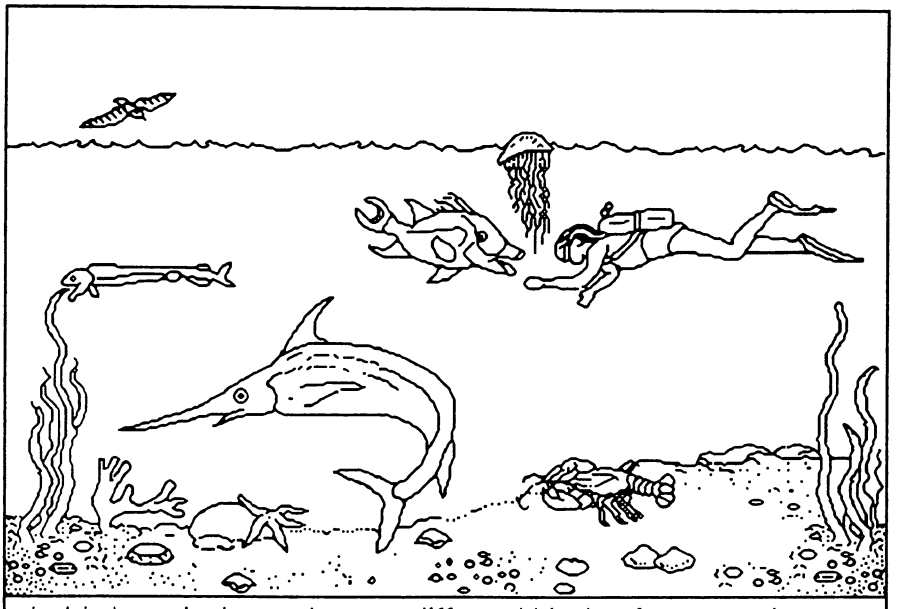
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The Treasure of Nantucket

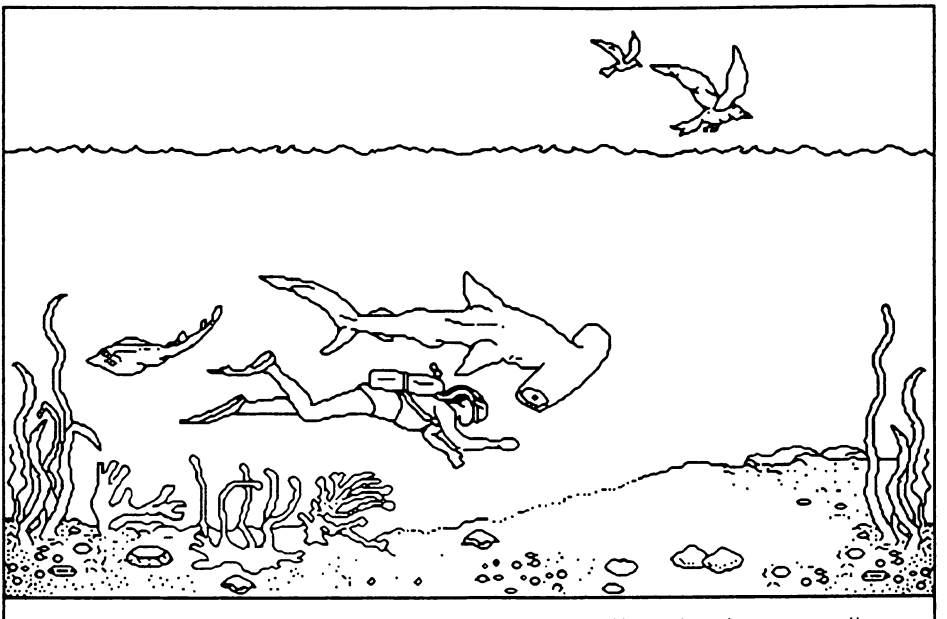
by Lisa Simpson



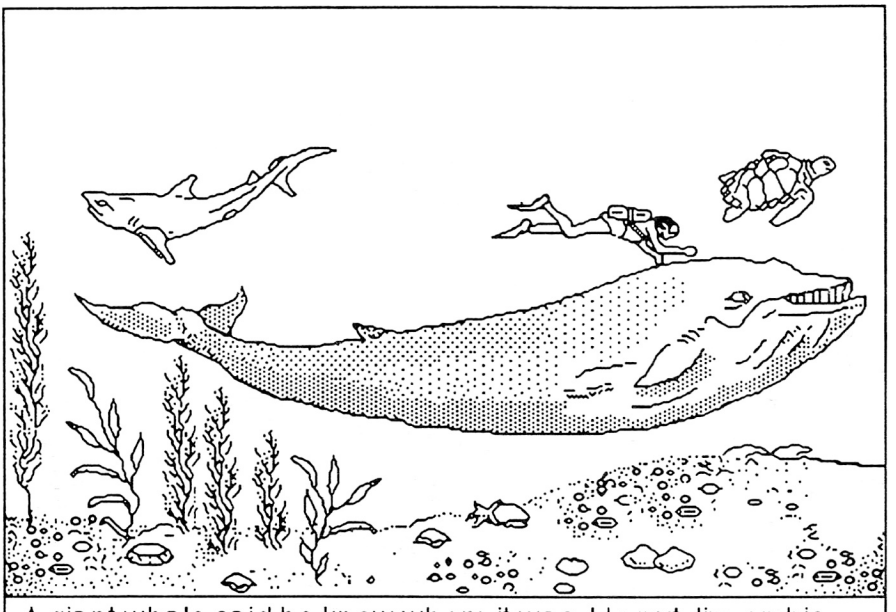
Jim heard an old tale about a treasure buried off the coast of Nantucket. He decided to try his luck at finding it.



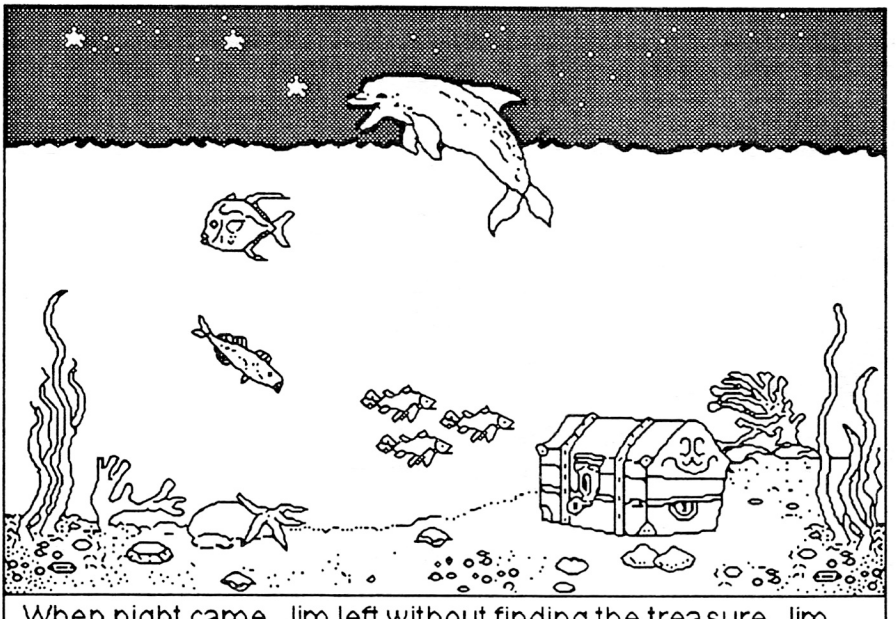
In his travels, he met many different kinds of sea creatures. He asked them all if they knew where the treasure was buried.



When Jim asked the hammerhead shark, the shark was quite rude and seemed only interested in lunch. So Jim left quickly.



A giant whale said he knew where it was. He put Jim on his back and carried him around and around for many hours.



When night came, Jim left without finding the treasure. Jim decided it probably never existed.